COMP110/L Syllabus

Semester Spring 16

Dr. Melara

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Office Hours: Wednesday 1:00 - 2:00, and Thursday 3:30 – 4:30 or by appointment.

Prerequisites: Grade of C or better in MATH 102, 103, 104, 105, 150A or 255A, or a passing score on the Math Placement Test (MPT) that satisfies prerequisites for MATH 150A or 255A. Co-requisite: COMP 110L. (Available for General Education, Lifelong Learning if required by student’s major.)

Objectives: A successful student will be able to
1. Program structured constructs on branching and loop statements.
2. Apply Object Oriented design by programming with Java.
3. Design, debug, and test programs up to six classes.
4. Develop computational problem solving skills.

COMP 110 (Lecture) Weights 60%
- Midterm I 10%
- Midterm II 15%
- Midterm III 15%
- Midterm IV 15%
- Attendance 5%: Check attendance for every class. You can miss 3 times and still get the full points. It means you have 5 points no partial points.

COMP 110L (Lab). Weights 40%
- Lab Exam: 20 %
- 4 Projects: 20 %

GRADING: You will only receive ONE combined grade for 110 and 110 L. If you fail, you will take both class and lab again together.

All your grades will be posted on the course Web site at Moodle.com. If you upload your picture to your Moodle profile, it will help to get to know each other in the class.

The plus/minus grading system will be used for the final course and lab letter grades:
A 92%, A-90%, B+ 88%, B 82%, B-80%, C+78%, C 72%, C- 70%, D+ 68%, D 62%, D- >=60%, F < 60%

MY EXPECTATION:
- Engage and have fun with what you are learning. Let me know if you get disengage in your work.
Learning together means we will finish the lab work together. If you finish first, help you peer to all finish soon.

LAB PROJECT WORK
A project is the result of every week work. It needs to be submitted through Moodle. A lab exam will follow after the review of the Lab project. 
Project Name convention: Your Last name_First initial_COMP110_ProjectNumber.
Organization and clarity 20%; Testing 20%; and Completion 80%

COMP110/L Student Learning Objectives

1. Demonstrate the knowledge of a computer and operating system. The editing and compilation process.
2. Translate human-readable algorithms represented by pseudo code, flowchart or flow block diagram to Java.
3. Write and test Java programs using the 4 fundamentals of programming: sequence, choice, loop, and methods.
4. Construct programs that require several methods and good knowledge of passing parameters.
5. Demonstrate the knowledge of basic steps of software development: problem statement, program development, testing and documentation.
6. Solve problems with one, and two-dimensional arrays.
7. Use basic sorting and searching methods.
8. Apply the class String.
10. Recognize the role of Object Oriented Programming in software development. Run the examples and exercises studied in the course.
11. Understand the ideas of Polymorphism and Inheritance.

Recommended Text Book

COMPUTER ACCOUNT:
Every student registered for the course has a networked account that can be used on all CS Department computers. Your account (user id and password) is the same as the one issued by the University. The instructor does not have sysadmin authority over student accounts. For problems logging in, see the CECS Information Services office in Room JD 1112. You are also free to bring your laptop to class and do your work there. You will have to install the JDK (Java Development Kit) plus an integrated developer editor IDE Eclipse

Materials
Work done in the lab can be saved to your personal directory on the CECS file server (the “Z drive”). Do not store anything of importance on the hard drive of the local machine, since the machines can be reformatted at any time without prior notification. In addition to Z drive storage, you can purchase a USB flash drive to store backup copies of work performed in the lab, or you can send an email to yourself with programming source code as an attachment. Headphones will be needed to work on audio programming.
ACADEMIC HONESTY: I encourage you to talk and learn from each other. However, the code source of a project must be your own. There is no reason to copy code from other resources. Students are expected to have read, understood, and abide by the University’s Academic Honesty Statement. All the instances of academic dishonesty of students will be reported and kept during the whole time of their study at CSUN.

CLASS AND LAB ETIQUETTE:
Please silence all pagers, cell/smart phones, and electronic devices (including laptop/netbook/tablet/e-book speakers) before entering the classroom.
Food and drinks are not allowed in the labs.
Please note that there is a surveillance camera that works 24/7 in the labs. When you are in the class or lab, I expect you to engage on your course work. Attendance points may be taken off if other non-class related activities are observed.

DISABILITY RESOURCE AND EDUCATIONAL SERVICES (DRES):
If you have a disability and need accommodations, please register with the Disability Resources and Educational Services (DRES) office or the National Center on Deafness (NCOD). The DRES office is located in Bayramian Hall, room 110 and can be reached at 818.677.2684. NCOD is located on Bertrand Street in Jeanne Chisholm Hall and can be reached at 818.677.2611. If you would like to discuss your need for accommodations with me, please contact me to set up an appointment.

EMAIL:
See the section on student emails in http://www.csun.edu/it/services/emailcal.html
Topics and tentative dates for Midterms, projects and lab exams are posted in the course Moodle site.